

Amendments to the claims:

This list of claims will replace all prior versions and listings of claims in the Application:

1. (Currently Amended): A video game system comprising:
 - a) an output screen;
 - b) a hand-held video game controller having control buttons for inputting commands to manipulate images on the output screen through a cord;
 - c) video game software interfacing between the hand-held video game controller and the output screen; and
 - d) an interactive video game controller adapter detachably engaged with the hand-held video game controller and shaped to simulate the real-life activity emulated by the video game, wherein the control buttons of the hand-held video game controller are activated when the corresponding input controls of the adapter are activated; and
 - e) a main body and arms extending from the main body, a lip formed on a front portion of the main body for engaging with the hand-held controller, a cutout defined in each arm for receiving corresponding engaging portions of the hand-held controller, and a receiving space formed in the main body for receiving a portion of the hand-held controller.
2. (Original): The video game system as claimed in Claim 1, wherein the adapter has input controls shaped to simulate the real-life activity emulated by the video game.
3. (Canceled).
4. (Original): The video game system as claimed in Claim 1, wherein a different adapter is provided for each different video game of the video game system.
5. (Currently Amended): A video game input device comprising:
 - a) a hand-held video game controller having control buttons for inputting commands to manipulate video game images on an output screen of a video game system through a power cord; and
 - b) an interactive video game controller adapter detachably engaged with the hand-held video game controller and shaped to simulate the real-life activity emulated

7 by the video game, wherein the ~~control buttons of the hand-held controller are~~
8 ~~activated when the corresponding input controls of the adapter are activated~~, the
9 interactive video game controller adapter comprises:

- 10 i) a main body with a receiving space formed in the main body for receiving
11 a portion of the hand-held controller; and
12 ii) arms extending from the main body for activating corresponding control
13 buttons of the hand-held controller.

1 6. (Original): The video game input device as claimed in Claim 5, wherein the adapter has
2 input controls shaped to simulate the real-life activity emulated by the video game.

1 7. (Canceled).

1 8. (Original): The video game input device as claimed in Claim 5, wherein a different
2 adapter is provided for each different video game of the video game system.

1 9. (Previously Presented): The video game input device as claimed in Claim 5, wherein the
2 hand-held video game controller is used with a Sony Playstation™ video game system.

1 10. (Previously Presented): The video game input device as claimed in Claim 5, wherein the
2 hand-held controller comprises:

- 3 a) a main body;
4 b) a pair of circular base plates formed on a top face of the main body and spaced
5 from each other a predetermined distance; and
6 c) two projections formed on a rear face of the main body.

1 11. (Previously Presented): The video game input device as claimed in Claim 10, wherein the
2 control buttons of the hand-held controller are formed on the base plates, the projections,
3 and the top face of the main body of the controller.

1 12. (Previously Presented): The video game input device as claimed in Claim 10, wherein the
2 hand-held controller comprises a pair of push buttons formed on the top face of the main
3 body, a pair of handgrips formed on opposite ends of the main body, and a power cord
4 extending from the rear face of the main body for electrically connecting the hand-held

5 controller to the video game system.

1 13. (Canceled).

1 14. (Previously Presented): The video game input device as claimed in Claim 13, wherein the
2 adapter comprises a retractable handle outwardly extending from one of the two arms, a
3 rotatable knob outwardly extending from the other of the two arms, a rod inwardly
4 extending from each of the handle and the knob into the receiving space, and an end
5 portion perpendicularly extending from each rod, each end portion being positioned
6 proximate the control buttons formed on the corresponding projection of the hand-held
7 controller whereby manipulation of the knob and handle causes the end portions to
8 activate the corresponding control buttons.

1 15. (Original): The video game input device as claimed in Claim 14, wherein the adapter is
2 used with a video game having an animated onscreen character, the main body of the
3 adapter corresponding to a head of the character, the arms of the adapter corresponding to
4 the arms of the character whereby pulling the handle away from the main body of the
5 adapter causes the character to pull an onscreen object and rotating the knob causes the
6 character to spin an onscreen object.

1 16. (Currently Amended): An interactive video game controller adapter for detachably
2 engaging with a hand-held video game controller, the interactive video game controller
3 adapter comprising a body shaped to represent the unique characteristics of a video game
4 and having a receiving space for receiving the hand-held video game controller, the
5 interactive video game controller adapter further comprising ~~input controls configured~~
6 arms extending from the body to manipulate and activate control buttons on the a hand-
7 held video game controller and thereby manipulate images of a video game on a remote
8 screen coupled to the hand-held video game controller.

1 17. (Previously Presented): The interactive video game controller adapter as claimed in Claim
2 16, wherein the adapter the input controls are shaped to simulate the real-life activity
3 emulated by the video game.

1 18. (Canceled).

1 19. (Currently Amended): The interactive video game controller adapter as claimed in Claim
2 [[18]] 16 further comprising ~~a main body, two arms extending from the main body, a lip~~
3 ~~formed on a front portion of the main body for engaging with the hand-held controller,~~
4 ~~and a cutout defined in each arm for receiving corresponding engaging portions of the~~
5 ~~hand-held controller, and a receiving space formed in the main body for receiving a~~
6 ~~portion of the hand-held controller.~~

1 20. (Previously Presented): The interactive video game controller adapter as claimed in Claim
2 19 further comprising a retractable handle outwardly extending from one of the two arms,
3 a rotatable knob outwardly extending from the other of the two arms, a rod inwardly
4 extending from each of the handle and the knob into the receiving space, and an end
5 portion perpendicularly extending from each rod, each end portion being positioned
6 proximate the corresponding control buttons of the hand-held controller whereby
7 manipulation of the knob and handle causes the end portions to activate the
8 corresponding control buttons.

1 21. (Original): The interactive video game controller adapter as claimed in Claim 20, wherein
2 the adapter is used with a video game having an animated onscreen character, the main
3 body of the adapter corresponding to a head of the character, the arms of the adapter
4 corresponding to the arms of the character whereby pulling the handle away from the
5 main body of the adapter causes the character to pull an onscreen object and rotating the
6 knob causes the character to spin an onscreen object.

1 22. (New) An adapter for detachably coupling to a portion of a hand-held video game
2 controller, the adapter having a body section being shaped to represent the unique
3 characteristics of a video game and a cut-out portion for receiving a portion of the hand-
4 held video game controller, the adapter further comprising a plurality of input controls
5 configured to manipulate and activate a plurality of corresponding input controls of the
6 hand-held video game controller and thereby manipulate images of a video game on a
7 remote screen coupled to the hand-held video game controller.